

## CLAIMS

What is claimed is:

1. A method for creating a presentation, comprising the steps of:
  - (a) presenting information indicative of a goal;
  - (b) determining a student's personality;
  - (c) integrating information that motivates accomplishment of the goal tailored to the student's personality; and
  - (d) monitoring progress toward the goal and providing feedback that further motivates accomplishment of the goal tailored to a student's personality.
2. A method for creating a presentation as recited in claim 1, including the step of determining a student's personality based on a student's answers.
3. A method for creating a presentation as recited in claim 1, including the step of providing praise for the student if the student's personality is indicative of praise.
4. A method for creating a presentation as recited in claim 1, including the step of having the student repeat an exercise if the student's personality is indicative of problems.
5. A method for creating a presentation as recited in claim 1, including the step of utilizing the selected personality to feed back the student's own work to the student.
6. A method for creating a presentation as recited in claim 1, including the step of determining the student's personality by comparing answers to prestored answers indicative of known personalities.
7. A method for creating a presentation as recited in claim 1, wherein the feedback is based on a number of times the student has a particular personality.
8. A method for creating a presentation as recited in claim 1, wherein the personality is determined based on interaction with an agent.
9. A method for creating a presentation as recited in claim 1, wherein the personality is determined based on interaction with a simulated business scenario.

- 1 10. An apparatus that creates a presentation, comprising;  
2 (a) a processor;  
3 (b) a memory that stores information under the control of the processor;  
4 (c) logic that determines a student's personality;  
5 (d) logic that integrates information that motivates accomplishment of the goal tailored to the student's personality; and  
6 (e) logic that monitors progress toward the goal and provides feedback that further motivates accomplishment of the  
7 goal tailored to a student's personality.
- 1 11. An apparatus that creates a presentation as recited in claim 10, including logic that determines a student's  
2 personality based on a student's answers.
- 1 12. An apparatus that creates a presentation as recited in claim 10, including logic that provides praise for the student  
2 if the student's personality is indicative of praise.
- 1 13. An apparatus that creates a presentation as recited in claim 10, including logic that requires a student repeat an  
2 exercise if the student's personality is indicative of problems.
- 1 14. An apparatus that creates a presentation as recited in claim 10, including logic that utilizes the selected personality  
2 to feed back the student's own work to the student.
- 1 15. An apparatus that creates a presentation as recited in claim 10, including logic that determines the student's  
2 personality by comparing answers to prestored answers indicative of known personalities.
- 1 16. An apparatus that creates a presentation as recited in claim 10, wherein the feedback is based on a number of  
2 times the student has a particular personality.
- 1 17. An apparatus that creates a presentation as recited in claim 10, wherein the personality is determined based on  
2 interaction with an agent.
- 1 18. An apparatus that creates a presentation as recited in claim 10, wherein the personality is determined based on  
2 interaction with a simulated business scenario.